

AMENDMENTS TO THE CLAIMS

Please cancel claim 10 without prejudice and accept new claims 19-21, and amended claim 8 as follows:

1. (Original) A method for synchronous wireless application protocol messaging comprising the steps of:

providing each of two or more clients to a wireless application protocol chat server an identification;

creating a wireless markup language document including a client profile and a client posted message; and

synchronizing each client's view of the wireless markup language document.

2. (Original) The method of claim 1, wherein the document includes a hyperlink for allowing the client to navigate profiles and messages.

3. (Original) The method of claim 1, wherein a first client creates a collaboration space.

4. (Original) The method of claim 1, wherein the server provides a collaboration space for clients.

5. (Original) The method of claim 4, wherein the collaboration space includes a client moderator.

6. (Original) The method of claim 1, further comprising the step of defining a privilege

for client, wherein the privilege defines access to document content.

7. (Original) The method of claim 1, further comprising the step of refreshing a clients view of the document after a defined period of time.

8. (Currently Amended) A system for synchronous mobile collaboration comprising:

a wireless application protocol client connected to a wireless application protocol gateway;

a world wide web server hosting a wireless application protocol Chat service for managing collaborators on a session-per-user basis, the world wide web server connected to the wireless application protocol gateway and generating a wireless markup language interface for the wireless application protocol client; and

an internet relay chat server specified by the wireless application protocol client at the start of the session, wherein the internet rely chat server is coupled to the world wide web server.

9. (Original) The system of claim 8, wherein the world wide web server manages wireless application protocol client chat sessions, which in turn, can interact with multiple internet relay chat servers.

10. (Cancelled)

11. (Original) The system of claim 8, wherein the world wide web server comprises a

wireless application protocol Chat agent based on Active Server Page technology.

12. (Original) A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform method steps for synchronous wireless application protocol based messaging, the method steps comprising:

providing each of two or more clients to a wireless application protocol chat server an identification;

creating a wireless markup language web page including a client profile and a client posted message; and

synchronizing each client's view of the wireless markup language web page.

13. (Original) The method steps of claim 12, wherein the web page includes a hyperlink for allowing the client to navigate profiles and messages.

14. (Original) The method steps of claim 12, wherein a first client creates a collaboration space.

15. (Original) The method steps of claim 12, wherein the server provides a collaboration space for clients.

16. (Original) The method steps of claim 15, wherein the collaboration space includes a client moderator.

17. (Original) The method steps of claim 12, further comprising computer readable program code for defining a privilege for client, wherein the privilege defines access to web page content.

18. (Original) The method steps of claim 12, further comprising computer readable program code for refreshing a clients view of the web page after a defined passage of time.

19. (New) The system of claim 8, wherein the wireless markup language interface is stored on the world wide web server and served to the wireless application protocol client, wherein a wireless application protocol client message sent to the world wide web server is added to the wireless markup language interface.

20. (New) The method of claim 1, further comprising storing the wireless markup language document on the server for viewing by the clients.

21. (New) The method steps of claim 12, further comprising storing the wireless markup language document on the server for viewing by the clients.